

ZAI

ISSUE 5 NOV / DEC 80p

ATARI/SPECTRUM converter GAME IDEAS FOR xmas!

also..
Turkeys!
Turtles!
Turnips!





EDITORIAL

Well, here we are again! Another issue of ZAI, and only a month away from the usual yuletide festivities. So before I go any further, from all of us "Merry Christmas", I'll leave the "Happy New Year" until next issue, after all it is our January issue!

Now I have to spoil the general feeling of prevailing goodness, but as you may know, it seems that everything these days seems to be getting more and more expensive. Not only is the average comic being priced over 70¢, and oil is constantly rocketing per barrel, but sadly the price of paper and photo-copying is too. Thus, as a result, we're sorry to announce that as of next issue, we are raising the price of this issue to 80¢. This will cover us for photo-paper costs. But on the bright-side, we're hoping to bring you a number of interesting features to print in the issues ahead, plus the usual stuff, so stick around for the haul ahead. Also, you'll notice that we have settled upon a suitable subscription service, details of which are elsewhere in this issue.

This issue by the way marks the appearance of our "newest recruit" Mike Barbett. Although Mike did help us out with our 1st issue, this is his regular debut on the Z-team. Not only is he our regular proof-reader, but he's also a darned good writer. Look out for a series of articles by this talented gent, in issues ahead.

By the way, this issue's strip story featuring the turkeys was first suggested by my little bro, James. (Although the idea of using turkeys is solely from the mind of our resident hamper-man, Martin) who I must give recognition for this idea (heck, Jim, and Mart).

Well, enough of me, so a quick Lowbeings to you, and I'll see you next time. (B)



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COVER DESIGN BY DBAMAC



LETTERS

with **MAC**.

Heils Everybody I'm back, yer old pal Mac. Sorry I wasn't here last ish, what with going on holidays, fitting a new kitchen, catching the flu, and (hold it!) Will you shut yer job, and get on with yer job and stop givin' excuses. I don't know, yer writing as bad as Aunt Tilly. Grrr. Oh, BRAY Anyway it's great to be back, and I'd like to thank Gar for holding the fort for me. Letters with Gar indeed! Well, we had a SHORT letter from Mr South of New Zealand so short that I ain't got room for anyone else's mail. Read on and see what I mean.

I was impressed with your production! It's fair to say that nothing else beats your production in terms of technical excellence, there's no need for me to go over such points as layout, copy quality, and so on. How about some objective criticism? Keeping in mind that I read just about every Spectrum production and that we're dealing with a fledgling computer (SAM), here it is: I'm not sure of your target readership, in spite of your stated aim. Those info fancy artwork and copy quality will be impressed. Any discussion to cover strips is always a gamble and will stimulate comment for and against; though readers should grasp the fact that it's light reading mixed with their favourite subject. I find myself asking the question of whether it's an indulgence by the artist to use their skills while stepping away to greater things than computers? I'd be the first to state that the quality is really very good, with plenty of puns, trendy language interspersed amongst the artwork. I couldn't help feeling that it's along the lines of an Ollie FREY type story, with the twist of alternating from comic strip to written form; this may have been the intention. I give your resident artist and his army of helpers top marks, but I must warn you that those info comics will be comics, just as those info sex won't read

Popular Mechanics.

CONCRE: Beyond criticism. A very professional effort on all 3 issues!

LOBBENIS: Could be spaced up to identify the topic better. Also mongrelised, an otherwise excellent production, with handwritten page numbers! Don't fart around with your logos. Pick a logo and stick to it!

EDITORIAL: yep this is the right place for student drivel, but don't be disappointed if your readers don't notice it. Some editors use it for topical comment, advertising changes, deadline alterations and it still isn't read- right? Don't panic, you've got to have at least one indulgence and this is the correct place for it!

WALLPAPER-STRIP: another retreat for students. The strip is just the right length, it allows each student just enough room to cram all his intellect on to paper! Keep cool chaps I'm only joking! SCHLITZ is a millionaire so who knows?

PLAYERS: great stuff, all on target. There's always a place in a magazine for reviews. Nice screen shots; don't forget attention to sound as this can enhance the status of a game from simply being good, into mega territory. It's one area where you should consider placing a numerical rating, as your present reviews would benefit from the extra clarity (pun intended).

INTERVIEW: every mag should have one. If you can get mega personalities then even better. Readers are interested in the ramblings of trend setters. It's not always possible to reach the top guys so talk to the common people too; they are qualified to give opinions on the hardware!

MIND-GAME's: I'd be inclined to think that the likes of Lethal, Locomotion, and so on would slip into here ahead of adventures. It's a thin line between a review of software and tipshop so I will follow with interest the comments here. Once again don't forget sound or effects; the rest of the world might think you are all deaf.

CHIP-SHOP: excellent idea. I hope you see this to divide this into 2 separate sections, hardware and software!

WALRUS - GOR - RHEIN - receive my highest award! In other this is left out simply on the basis that not everyone understands machine code! Well, its a poor reason. You are wont to have GOR! realises you can be proud of this inclusion,

REARFISH - the Unblood of every publication especially with so much happening in this modern day and age.

LEIBERs the most underrated section of any publication and qualifying for first award as highest praise. Keep the rubbish strictly where it should be - in the bin. For those who missed kindergarten send a copy of the alphabet so they can begin their education.

DMAC-ROCKs, yes I can see some worth here though I'd think it would be safer to attempt to stick to those with a software history or near birth. Your choice at Robocop was particularly appropriate. Good work!

SHAPSHOgood idea! I don't recall anything quite like it. Top marks. Calling all loadmouths (who read?)

FEARFISH well, systems! I suppose computing is a bit of a fantasy, role sort of thing with contrived conditions! I suppose this version leaves room for the likes of fractals, early computers and such things.

LS-LSE etc one page is about enough

ARCADE-ALLEY; this is also an underrated version. If you check among your users why they buy a particular read, its more often to get the pokes so they can see more of the program they've spent their hard earned cash on. Using pokes or tips gets them past the stumbling blocks. With practice, the user can progress further into a game they would otherwise discard. Every magazine seems to think they've got a retinue of game players that find the likes of Navy Moves boringly easy, or Green Beret a breeze. Don't kid yourself, theres loads of people who have never seen the 2nd level of GOR/s of programs, and wouldn't have been able to except for pokes! Allocate yourself a set space each issue for pokes alone, tips are OK but its worth remembering that the majority of "space" users now have multiple type

sadgets where in 2 or 3 years ago this wasn't the case

WILLIFISH - dont forget this area... Short uncomplicated routines score highly as it showcases the knowledgeable in developing more complex and efficient routines, but at the same time allows the ordinary dunc access to a useful piece of shareware.

ADVICE; if you read anything here that you don't like then just ignore it (thats what everyone else does). Remember that anyone who is being critical of your efforts just MIGHT be right, be sure to check it out first, then ignore it.

SUMMARY; in my conversation with pen pals I have described your production as being "the classiest one on paper (in terms, but lacking the depth of GUIDE) or FORMAT", it may well be your objective to move in this direction and my comments will help confirm you are on target. I am overall very impressed with your magazine and wish you well for future issues.

Im going to wrap this letter, because Ive run out of room - byebye!! - Fobbe

Aunt Lilly says: Aren't you a wee darling, Mr South, and I think that sums up all our feelings. Thanks for your words of encouragement. We'll act upon your many suggestions in issues to come. I hope to get a bit more mail next time, so get scribbling. Oh and Merry Christmas and a Happy New Year!



it the ultra simple and ultra addictive puzzle sort of thing.

What is your favourite machine, either computer or arcade?

I've been playing with a 16 bit video Machine, I enjoyed that a lot, I've got a very soft spot for the Spectrum. Not only because it provided my living, but because of all the great music that have been done on it. All the great programs that have been written for it. And because it's sort of bang in there. I think Amstrad could do a lot more with the Spectrum, however. I've also had fun with Amiga, and other things. My favourite machine of all time, is my Apple Macintosh, which I write on, but because it the easiest thing to word process on. That I've ever met.

What do you think of Amstrad's home computers?

I think they've got some potentially very good machines. I've got a PCW, which I've used, though I don't use it very much anymore. I think the Amstrad is a very good 8-bit games machine, and I think the Spectrum has loads of potential still. I think they could be thinking in terms of trying to enter the 8-bit consoles, like Intros and Intenders, with a Spectrum console which could sell for well-under £100 and make a good profit on it, and they could still meet members of the club.

I think the CPC, is a good 8-bit machine. I can't really comment that strongly on them, as I've never really had one, or used it. But they seem OK. I just think it's a shame that haven't developed them and that Amstrads spare parts policy, and user servicing policy is awkward at times.

What computers do you yourself own?

I've got an Amstrad PCW, and a Spectrum 48k, the one I use most.

What do you think about

working in Bath, as opposed to working in London?

I'm very pleased to have moved to Bath. I like the town a lot, it's a very pretty town. It's very relaxed. There's quite a lot going on. I find things like not having to travel out 45 minutes, to get into work, and to get back again and only having to travel 10 minutes, as I do now, a great boon.

I loved London, when I first moved to it. But I didn't realize who spent it had ground me down till I got out.

Finally, what is your most embarrassing moment?

None? The only things I can think of are if I've forgotten somebody's name, which happens every so often, and I can't think of working the conversation to get them to say who they are. Or if I bump up into her something, and someone's been waiting for me, which happens occasionally.

I just speaking in French very awkwardly.

All the interview above, has been retyped from the original interview tape. Any errors are purely accidental, and any comments given, are those of the interviewee, and may not be those of ZAT, or of its staff.

ZAT would like to thank Mr Bielby, for giving up his time for this interview.

Next time, we hope to have an interview with Mr Alan Miles, one of the founders of MGT.

PIRACY: THE OTHER SIDE OF THE COIN.

Another issue of ZAT, and we're rapidly heading towards another season of good cheer and cold weather and at least increased computer sales.

By next April there will also be an increase in computer piracy. How does this work? Firstly, many parents don't know much about computers, but they do know that they want their child to have one. Obviously, they will want the best that they can afford, so by using tax rebate money, holiday pay, redundancy money, or what they have saved up for months in order to buy one.

The pack which they've bought for £400 will include 2 to 4 games, suited for their talent and low playability. The child will soon tire of these "dog games", so will ask his parents to purchase more games. It's then that the parents discover to their shock that a half way decent game could cost up to £25 a time!

Perhaps the child manages to steal the parents into shelling out £25 for one game, but some households can't afford to do this or at least, he/she is to buy one or two games in a year. So what happens? Children set up at playtime "swap clubs" and swap games illegally.

But this is not that what concerns me as I write this article. How dare greedy software publishers rip off children and scream about how much it costs to produce a "good game", it doesn't cut any ice with me!

Because if they spend that much money perhaps something is wrong with how they produce their games? I was rather amused by the story of a computer magazine writer who is well known for his anti piracy views. This self styled purveyor of all that is decent had however, truthfully also informed in a reply to a letter in his magazine, stated that although he was against software piracy he was NOT against "pirating" records or CDs. I am leaving this person with the title of "Self Serving hypocrite of the year" and I leave it at that! And so I won't name him!



ARCADE ALLEY

Right, we have quite a few tips this time, so I'll get right to them.

2 useful tips for the Ecco Collection competition.

HyperMind 2/Redefine keys as 'G,U,V', for infinite lives. (No comment!)

Exocephalofine keys as 'Z,X,B,A' for infinite lives.

For the full list see...

Star Gligently bypass 16000 80% on the high score board. Then try the keys 1 = 4, when passed/quitting the game. A score of over 2000 (or is it 20000?) needed first!

And *Wenderson's Monty* (read came via LHM) - ROM MINDY then pick up object to the side of Monty.

Daisy Thompson's *Glympic Challenge* (What a mouthful!)

If you haven't got a Kensington joystick interface plugged in choose the Kensington Joystick option, on the training levels. Watch that man fly! Change to better controls, once training has finished.

During events, wear these trainers: 400M 100M Sprint, 110M hurdles, javin - trainer 4, Long jump and pole vault - trainer number 1, High jump and decur - trainer number 2, shotput and 1500M - trainer number 3.

Revegeal20k version. Press U to skip a level.

Head Over Heels/Mulface pokes immunity 43132.0 lives 42195.0 Super jump 35385.0

Above tips sent in by Lee Barnes, Lancashire. Thank you Lee!



To kick off this issues column, we have a review of Intergame's *SimCity*, cost \$12.99 (although, due to a faulty bar-code reader, my copy cost \$14.99).

How many of you, having seen the state of your town, have thought that you could do a much better job of running things, than your local council? Well now, is your chance to find out! *SimCity*, casts you in the role, of ambitious City Planner & Mayor.

SYSTEM OPTIONS DISASTERS UNDO

+ *SimCity* is a simulation game that allows you to build a city from scratch. You can choose the location of the city, the size of the city, the type of city, and the level of difficulty.

ROAD #10 **MAY 198**
HERESVILLE **FUNDS \$0**
NUCLEAR HELTDOWN



It is you who decide the location of the crassest parts of your city. Whether you want the residential areas by a lake, overlooked by trees, or even right in the centre of the town. If you want the commercial industries to be located right next to the industrial sites, or the power stations next to a harbour.

Sim City gives you the building blocks to create a full town, village, city - whatever - from scratch. The simplest component parts being commercial, industrial and residential sites. It is your duty to lay out these areas, the actual towns (the inhabitants) have the hard

task of building that you must take into account roads and electric power lines. Not to mention - power stations (in you want nuclear power - with it's expensive building costs and possible fatal danger, but cheap electric power and little (immediate) pollution or coal powered stations, with cheaper building costs, little danger from fatal accidents but with a great deal of pollution via smoke and denser power).

Even in the perfect city, the residents need protecting from the ravages of crime, and the possible dangers of fire - so don't forget fire and police departments - financing, powering and roads!

The residents will eventually need

entertainment, so keeping an eye on the number of parks and is better towns - a stadium, or a football

A town that has developed heavily, with it's industrial or commercial aspects, needs some additional transportation -

harbour or an airport - so you want an internal rail network!

Funding for all your projects is essential! If you choose the lowest difficulty level, you start your task with the reasonable sum of \$20,000. The highest level, of the three, can knock your budget to a mere \$5,000! So fund-raising is essential. But make sure your taxes are not so high, that people are unwilling to pay, and that businesses are not forced to close!

Your popularity is a vital element to keep watch on, and making sure that unpopular decisions are not made is paramount to your success. So, keeping an eye on the

expert is vital.
The voice on the tape is that of a small
elfish, at the possible map like map
as ideally, how much of the possible
conversations - are of which you can
select.

In case you want to test your emergency
weapons, you can always create a disaster
planning - fire, flood, hurricane etc.
However, you can also be satisfied and
create a nuclear melt-down scenario,
earthquake, etc.

All control options are controlled via
voice & menu, with each major decision
being controlled through the topic menu,
and each component file part by it's own
menu. The menu/disaster planning, etc.
allow you to make last changes to
decisions.

So then, what are my options on the
tape?

Well, these people looking for their
graphics or sound, should look elsewhere
but these looking for a good, long-lasting
strategy game, with game play to match -
take a closer look at this one!

NAME: Lord Merlin Channel FX

NAME: S. Vampires, but clear

NAME: The Holy! The Holy! The Holy!

There is a selection of tips, for the
over-the-top fantasy/ war game. Dark
Magical, by Mike Magister, is supplied by
our regular contributor, Joseph Crawford.

There are some things that will
automatically happen triggered by your
actions. For instance, if you send the
hanger, to Holm's Way, to kill Karna's
Mystic, he will kill the mystic, but will
later be killed by Umbra's Assassin. Not
very nice, is it? Many more things happen
like this, and you need to sort them out,
as quickly as possible.

After out of Holm's Way for the first 3
days, as it is simply impossible!

Send your warriors to kill
Umbra's Mystic for a few days as they
will never reach him alive. What!

After the best warrior on your side, is begin

with it your 'hanger' (the one with the
dark hanger) and use the same 'hanger' to
win to lose both for a few days until
needed.

Send your warriors to kill Umbra's
Assassin and Umbra's Mystic. They are waiting
the streets.

Umbra's Assassin and hanger will make
all your threats. Send all your warriors
there. Kill them!

Friends are your friends, and their there
will give you a chance very quickly.

Send your warriors into the back of
the map, by giving him these instructions:
he is called's Dark, then enemy, then
enemy, and he will show some of the
best warriors, allowing you to give
superiority of the game.

You can actually make your warriors
more powerful, very easily. Set your
hanger's commands to take anything and
when he gets the objects, give them to
your warriors. Then you supply out the
objects. A shining crystal makes you
faster, a quality you need to win the
game. The silver sword, makes you
stronger. The shining book, makes you
more and the dark sword, makes you
stronger - that makes your warriors more powerful.
I'll leave you to find out the use of the
other objects.

Initially, when in complete control of
the game, by using these tips you can
grab the dark sword. In win, give your
warriors (they must be finished) these
instructions: Kill Umbra's Dark Mystic,
Assassin and hanger, then kill Umbra's
hanger, who must be killed to win the
game. Grab the dark sword, and you have
won! Simple!

If you say no to the dark sword's a
great game, but requires quite a bit of
patience!

Next issue I will reveal the 'AM
adventure - five on a treasure island
from Eugene Vampires and hopefully,
some more 'Spectrum' offerings, from
Zeeke. Meanwhile if anyone has any tips,
that are just gathering dust - send them
in to me!

Well next time, A.V.



PLAYPEN

Review - Hit Squad/Imagine/Ocean - £2.99

Rastan is the latest in a long line of re-released games, in the Hit Squad label.



Initially available as a full priced game from Ocean label, Imagine.

But what, I hear you cry, is the game about?

Rastan (or Rastan Saga, to give it, it's full name) puts you in the role of a handsome warrior king, Rastan, his kingdom, the world of Marana, is under attack from evil creatures from hell, released by an evil wizard - King, Rastan's nemesis.

Rastan's mission is simple, travel through the many castles in his land, defeating the evil creatures, over coming many natural hazards, such as firey pits, lava pools, etc. Finally, you must battle against the evil wizard himself.

Apart from my initial lack of belief at the store line (would a king really risk his own neck in this way?) I had heard

of the reputation of the old Iago coin-op, from which this is converted, so I was quite looking forward to this game.

Rastan is, to put it simply, a scrolling back, slice and dice - em - up - war in the vein of Palace's game, Barbarian 2, combined with the rope swinging, and jangling elements of my favourite classic, Jet Set Willy. The action is fast and furious, and certainly addictive.

Rastan himself, as a rather large character, being nearly half the screen tall. The numerous creatures he faces (lions, skeletons, monks, demons etc) are equally well proportioned, and animation is handled fairly well throughout the game. The actual play area is rather colorful, even though, for obvious reasons, the characters are monochrome in this case. It does give a very nice contrast effect.

The game has been coded, so that although it is a multi-load game, Spectrum 128k owners can take most of the game in 2 large chunks. However 48k's have the additional agro of loading each level, as they finish the last. Sound wise, the game is limited to a fair tune on the title page on the 48k, and spot effects. Spectrum 128k owners, have a 3 channel version of the same tune, an in-game tune and spot effects.

So what do I think?

Well, to put it simply, if you do enjoy this type of 'actionally' action game, you could be in for a treat, as this is one of the best of this genre. There is particularly below, if you happen to own a Spectrum 128k, as the extra additions (sound, save loading, etc.) do add to the game. Otherwise, if you happen to prefer rather more thinking games, then forget this one! Only fans of this type of game, need apply!

GRAPHICS: 80%

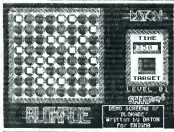
SOUND: 62% (128), 73% (48)

OVERALL: 60%

Mindbenders 1 = Infinite Variations = SAM Coupe

Mindbenders is the first in the series of 'thinking' games written by the infamous DALLIN (David Allin) for the SAM Coupe. Although all the games in the pack are written in BASIC, since SAM BASIC is extremely fast and powerful, they are still of respectable speed and polish to some Spectrum software.

but what is in this pack of games?



Well, there are 4 different games in this collection, each of which has been designed to increase gradually in difficulty, so the majority of players can at least pass the easier stages of the games!

Game 1: Magic Caves

At first glance, this looks rather like a small-screen version of 'Mystic Mover'. This is rather deceptive though, as this simple game is probably more devious. The idea is simple - move your ball around the screen using 2 types of elevator - one left/right, the other up/down, collecting keys, etc to escape the screen, by collecting a poison bottle.

The problem comes in working the correct route, as certain routes are blocked, until a key is collected. This is further complicated, as at least 1 key moves a platform/elevator that is needed to complete the correct (certainly not an easy game, but great fun to work out) theme. There are only 8 levels!

Game 2: Zeligade

A rather strange puzzle that gives you a 10 x 10 grid, full of different coloured counters. The computer gives you a target

colour, that you must change. All the other colours to this is done by sliding the rows and columns, so a square is surrounded by blocks of the target colour. The colour can then be changed. To complicate matters further - there is a time limit.

A nice timing game, but impossible to play in black & white!

Game 3: Nuclear Waste

A rather simple game in which you activate belts, to move containers of nuclear waste, on to receiver belts. The

containers are then deposited as a mass bound radon.

This game, although weaker than the others, follows the pattern of progressive difficulty. It does contain a few nice effects, and is certainly original - but is visually lacking when compared to the other games.

Game 4: Bombed Out

This game places you on a large grid of sliding 'roads', the object - to guide your ball, to reach a bomb, before the time runs out. Deadly roads, that kill on impact, enter the grid, and time moves fast. To complicate matters further, the tiles that form the grid, vanish from

under you, as you move off them! To overcome possible blockages, you can scroll the path you are on, wiping off the screen, if needs be. There are bonus points to be gained, by collecting flags. A simple, yet totally addictive game!

(Overall)

Although these games, certainly do not push SAM to it's limits, especially when it comes to sound, they certainly prove that it is possible to write a playable



game on SAM (still). In addition, the actual fact that they have been designed to increase gradually in difficulty, suggests that they may be suitable for either younger players, keen to try their hand - or even older players, who fancy a change from the usual arcade fare. They are definitely worth any SAM owner taking a closer look at. Although there may be room for improvement, particularly in *MadGames 2*...

Overall 7/10

Sound 6/10

Graphics 7/10

Playability 8/10

(Please note: Since the above screen shot has in actual fact, been down-loaded onto a Spectrum, it is only actually a representation of the actual screen.)
Screens supplied by David Jones.

ZX Guaranteed / Essential Software

Mr G.A. Bobker, 29
Chadderton Drive,
Unsworth, Bury, Lancs.
(Tel 061 766 5712)

007 DISASSEMBLER

(Consisting of 2 programs: 007 Disassembler and 007 Reveal)

A full 280 disassembler which, at the touch of a button, switches from Hex to Decimal, or vice versa. Laminar printers supported. 007's and 007's displayed in a different colour to aid reading.

007 Reveal, displays the bytes from any disc program in Hex, Decimal or ASCII. Displays messages in 'SandBox'. Even works with 40/line/240 WAPs and programs.

Available SAM Disc, £6.95



x-mas games

As the yuletide festivities draw ever nearer, here's a list of some of the games that may be ideal choices for the X-mas/Santa arcade freaks.

Robotop 2 (LJAN) Licence number one game with a destiny for instant status at the top of the game chart. With brilliant colour graphics and music, the game follows the footsteps, layout wise, of its predecessor, with periods of blasting the baddies and complex 10 mental puzzles to solve. (ZAI hopes to do a review of this game soon!) Is it it Robot? Available soon.

Intestage Mabat Hara Tortles (MAGI WORKS) Choice number two game with a destiny for instant status at the top of the game chart. Although turtle-nerds will buy this game in its millions, I'm a bit coy towards it myself, basically on the grounds that the graphics look too colourful, and the turtle sprites look more like over-blasted frogs than instant amphibians. But forget about my opinion, if you want the game, then so on' get it! Comabunga is you all-Available soon.

Flitting (LJAN) This inspiring, puzzling game will even have ardent believers from the Rubik stable, in constant frustration and addiction. Similar to those sliding square mine puzzles, you have to match tiles using this little sprite that looks like a baked potato, as your pair of hands". The game idea is simple, the gameplay isn't, and that alone, with the catchy 'bongy'/' sounds and sweet music, makes this game a little gem. Make your brain ache at £3.99 tape/ £11.99 disc.

101 Squadron (US GILD) Another in the long line of aviation games, with a plot that strongly reminds us of the present crisis in the Middle East. A simultaneous two player game (if desired), there are several levels of impressive air to air/land combat, using, or purchasing, the latest innovations in weaponry and aircraft of this age. Bombs away!

Fansen Free as Insane Island (MIMA) The 1st SAM Graphic adventure opened Based on the lads and lasses of East Rlyton, a complex mystery with over 100 locations to cover.

Also for SAM users, there's **Mind Games 1** (reviewed here too), **Mind Games 2**, **Mult Pack 1**, featuring **Football**, which is similar in concept to **Football**, and **Sam Strikes Out**, a code arcade game featuring the invisible SAM character. Hopefully more on these games as they are released.

Also a few new compilation packs out on sale, re-colouring some past credits for you to enjoy again if you haven't done so before. Here's:

The HOLLYWOOD COLLECTION featuring four best selling movie tie-in's, **MacGyver's 2**, **Indiana Jones**, and the two biggest mega-blockbusters; **Robocop** and **Batman**! Price.

HEROES Another four games to slice and dice through. Featuring the latest Bond movie **Licence to Kill**, **Barbarian 2** Arnold Schwarzeneg's **Running Man**, and the most famous sci-fi movie of the 70's (if not all time) **Star Wars**. Price.

Other games to consider for the masses of good will to all men (and women) are:

Dave of Thunder a fast paced car racing game based on the film with Tom (rip) Lee! (price **MINDCAPE** Price).

Wings of Fire a tale of dragon-ships, alien and bouncing balls. From new software label, **STORM**. Price.

Shadow of the Beast Hence a hapless child from the claws of British madness, originally a hit from **PSYLOSIS**, this spectrum version is from number one boss **CHAMLIN**. Price.

Judge Dredd A 2nd outing for the number one peace keeping agent of Mega-City 1. A more worthy rendition of the **2000 AD** character, this time by **VIRIDI**. Price.

Well that's the list of games that caught our eyes, although there are many other ones to choose from. But whatever you choose, we hope you have an enjoyable mega-byte christmas and a Happy 801 of a New Year.



CHIP-SHOP

A number of Readers have been writing in recently asking when I was going to get to the programme stages, in this article. I can finally see that we will be making a start, next issue! However please do not throw your pen and paper just yet - there is still a little bit of paperwork left!

Firstly, I have one more map to display - and a slight apology! The apology

You should also notice how the locations are numbered (as shown that the numbers do not start from 1, is that I missed them out in the early map?) I really must be clapping!

Anyway, as a slight break from this article, I am pleased to see that Gilsoft have decided to produce a much cheaper package of RAM available.

This costs around £14K, instead of the usual £2200, and includes a copy of the introductory guide, and full working program. An update is available, with full technical manual. Gilsoft can be called on (0444) 732765.

I would advise that you aim yourself with either a blank cassette or disk for the next issue!

I was fortunate enough to be sent a copy of MUI's Atari File Converter program - before their recent problems - that would supposedly convert 51 graphics file text to SAM. The graphics converted correctly, as you may see in future Art Gallery's however the text did not!

This left me with a problem. I put together using an Atari and Spectrum/SAM combination. How could I utilise the SI's rather powerful word processors, and more to the point - spelling checkers - on our set-up? Especially as we do not own a Spectrum with spell checking facilities?

The answer was the following program, which runs on either SAM or the Spectrum - as long as they have the +D/Disciple or SAM Drive. 3 1/2" sized, and access to an Atari!

I do realise that this program, is not a



MAP OF BANK & LAKE



MAP OF UNIVERSITY

first, I'm afraid that I neglected to mention one rather important point about the mapping stages - that of numbering the locations, as the maps do not worry, as I will go through this with the last map, shown above.

Now, if you have seen the last part of this article, you will know that I have returned the number of component parts to the map of the city. Another point about the map, is that the dotted lines show the route to each location, via bar.

last solution, however I am trying to find information on the SI+ File Alteration tables, for an improved version for a future issue.

```

10 REM Disk Scan
20 LET sides=1 LET tracks=1 LET size =
LET tracks*4 (4) LET size=
4) FOR track=0 + (128 AND sides*2) TO
size + (128 AND sides*2)
40 FOR sector=1 TO 4
50 READ AT 1 track, sector, %2768
60 LET tracks=127*2+8 TO size+8
70 IF INSTR(15,15) THEN PRINT "Start at
tracks:tracks/ sector:sector: Let tracks:
size"
80 IF NOT(15,15) THEN PRINT "end at
tracks:tracks/ sector:sector: ZAP"
90 NEXT sector
100 NEXT track
110 IF sides=1 THEN LET sides=2: GOTO 20
120 IF NOT found THEN PRINT "No 'starts'
found"
130 REM Read in file
140 INPUT "First track read:"
150 INPUT "First sector read:"
160 INPUT "Second track read:"
170 INPUT "Second sector read:"
180 LET address=127*2+8
190 DO UNTIL (tracks/ AND size)/
200 READ AT 1 track+1, sector
210 LET address=address+512
220 IF (1) < 127 AND size THEN LET
tracks=tracks+1 LET size=
230 LET size=1
240 GOTO 100
250 REM display file
260 SCREEN CLEAR
270 FOR i=0/2768 TO address+12
280 IF PEEK i = 32 AND PEEK i+122
THEN PRINT CHR$ PEEK i-
290 NEXT i
300 PRINT AT 0,0:SAVE (Y/N)? :KEY$=
" " Y or KEY$=Y THEN SAVE "db
file: 32768,32768+add"
310 GOTO 100

```

To allow you to run this program (which is in SAM BASIC, as it stands) on the Spectrum, make the following changes: Change sector and track in lines 20 to 128, to '1' and '1'. Change READ AT to "LOAD @". Ignore lines 210, 250 and 330 Change line 370 to SAVE @.

Finally, use these lines, instead of the ones given in the listing:

```

60 FOR i=0/2768 TO size+122: LET tracks=
PEEK (i) : TRAP PEEK (i+1) + 128: PEEK
(i+2)
70 IF tracks THEN PRINT "Start at
tracks:" sector: (1) tracks: size
110 IF tracks THEN PRINT "End at
tracks:" sector: size
150 NEXT i
240 IF tracks? AND size? THEN GOTO
250
370 PRINT "1/2/3/4/5/6/7/8/9/10/11/12/13/14/15/16/17/18/19/20/21/22/23/24/25/26/27/28/29/30/31/32/33/34/35/36/37/38/39/40/41/42/43/44/45/46/47/48/49/50/51/52/53/54/55/56/57/58/59/60/61/62/63/64/65/66/67/68/69/70/71/72/73/74/75/76/77/78/79/80/81/82/83/84/85/86/87/88/89/90/91/92/93/94/95/96/97/98/99/100/101/102/103/104/105/106/107/108/109/110/111/112/113/114/115/116/117/118/119/120/121/122/123/124/125/126/127/128/129/130/131/132/133/134/135/136/137/138/139/140/141/142/143/144/145/146/147/148/149/150/151/152/153/154/155/156/157/158/159/160/161/162/163/164/165/166/167/168/169/170/171/172/173/174/175/176/177/178/179/180/181/182/183/184/185/186/187/188/189/190/191/192/193/194/195/196/197/198/199/200/201/202/203/204/205/206/207/208/209/210/211/212/213/214/215/216/217/218/219/220/221/222/223/224/225/226/227/228/229/230/231/232/233/234/235/236/237/238/239/240/241/242/243/244/245/246/247/248/249/250/251/252/253/254/255/256/257/258/259/260/261/262/263/264/265/266/267/268/269/270/271/272/273/274/275/276/277/278/279/280/281/282/283/284/285/286/287/288/289/290/291/292/293/294/295/296/297/298/299/300/301/302/303/304/305/306/307/308/309/310/311/312/313/314/315/316/317/318/319/320/321/322/323/324/325/326/327/328/329/330/331/332/333/334/335/336/337/338/339/340/341/342/343/344/345/346/347/348/349/350/351/352/353/354/355/356/357/358/359/360/361/362/363/364/365/366/367/368/369/370/371/372/373/374/375/376/377/378/379/380/381/382/383/384/385/386/387/388/389/390/391/392/393/394/395/396/397/398/399/400/401/402/403/404/405/406/407/408/409/410/411/412/413/414/415/416/417/418/419/420/421/422/423/424/425/426/427/428/429/430/431/432/433/434/435/436/437/438/439/440/441/442/443/444/445/446/447/448/449/450/451/452/453/454/455/456/457/458/459/460/461/462/463/464/465/466/467/468/469/470/471/472/473/474/475/476/477/478/479/480/481/482/483/484/485/486/487/488/489/490/491/492/493/494/495/496/497/498/499/500/501/502/503/504/505/506/507/508/509/510/511/512/513/514/515/516/517/518/519/520/521/522/523/524/525/526/527/528/529/530/531/532/533/534/535/536/537/538/539/540/541/542/543/544/545/546/547/548/549/550/551/552/553/554/555/556/557/558/559/560/561/562/563/564/565/566/567/568/569/570/571/572/573/574/575/576/577/578/579/580/581/582/583/584/585/586/587/588/589/590/591/592/593/594/595/596/597/598/599/600/601/602/603/604/605/606/607/608/609/610/611/612/613/614/615/616/617/618/619/620/621/622/623/624/625/626/627/628/629/630/631/632/633/634/635/636/637/638/639/640/641/642/643/644/645/646/647/648/649/650/651/652/653/654/655/656/657/658/659/660/661/662/663/664/665/666/667/668/669/670/671/672/673/674/675/676/677/678/679/680/681/682/683/684/685/686/687/688/689/690/691/692/693/694/695/696/697/698/699/700/701/702/703/704/705/706/707/708/709/710/711/712/713/714/715/716/717/718/719/720/721/722/723/724/725/726/727/728/729/730/731/732/733/734/735/736/737/738/739/740/741/742/743/744/745/746/747/748/749/750/751/752/753/754/755/756/757/758/759/760/761/762/763/764/765/766/767/768/769/770/771/772/773/774/775/776/777/778/779/780/781/782/783/784/785/786/787/788/789/790/791/792/793/794/795/796/797/798/799/800/801/802/803/804/805/806/807/808/809/810/811/812/813/814/815/816/817/818/819/820/821/822/823/824/825/826/827/828/829/830/831/832/833/834/835/836/837/838/839/840/841/842/843/844/845/846/847/848/849/850/851/852/853/854/855/856/857/858/859/860/861/862/863/864/865/866/867/868/869/870/871/872/873/874/875/876/877/878/879/880/881/882/883/884/885/886/887/888/889/890/891/892/893/894/895/896/897/898/899/900/901/902/903/904/905/906/907/908/909/910/911/912/913/914/915/916/917/918/919/920/921/922/923/924/925/926/927/928/929/930/931/932/933/934/935/936/937/938/939/940/941/942/943/944/945/946/947/948/949/950/951/952/953/954/955/956/957/958/959/960/961/962/963/964/965/966/967/968/969/970/971/972/973/974/975/976/977/978/979/980/981/982/983/984/985/986/987/988/989/990/991/992/993/994/995/996/997/998/999/1000/1001/1002/1003/1004/1005/1006/1007/1008/1009/1010/1011/1012/1013/1014/1015/1016/1017/1018/1019/1020/1021/1022/1023/1024/1025/1026/1027/1028/1029/1030/1031/1032/1033/1034/1035/1036/1037/1038/1039/1040/1041/1042/1043/1044/1045/1046/1047/1048/1049/1050/1051/1052/1053/1054/1055/1056/1057/1058/1059/1060/1061/1062/1063/1064/1065/1066/1067/1068/1069/1070/1071/1072/1073/1074/1075/1076/1077/1078/1079/1080/1081/1082/1083/1084/1085/1086/1087/1088/1089/1090/1091/1092/1093/1094/1095/1096/1097/1098/1099/1100/1101/1102/1103/1104/1105/1106/1107/1108/1109/1110/1111/1112/1113/1114/1115/1116/1117/1118/1119/1120/1121/1122/1123/1124/1125/1126/1127/1128/1129/1130/1131/1132/1133/1134/1135/1136/1137/1138/1139/1140/1141/1142/1143/1144/1145/1146/1147/1148/1149/1150/1151/1152/1153/1154/1155/1156/1157/1158/1159/1160/1161/1162/1163/1164/1165/1166/1167/1168/1169/1170/1171/1172/1173/1174/1175/1176/1177/1178/1179/1180/1181/1182/1183/1184/1185/1186/1187/1188/1189/1190/1191/1192/1193/1194/1195/1196/1197/1198/1199/1200/1201/1202/1203/1204/1205/1206/1207/1208/1209/1210/1211/1212/1213/1214/1215/1216/1217/1218/1219/1220/1221/1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```


Plan D - Hacker/Load/Filter

Steve's Software (S5 00)

Since this package consists of 3 completely different parts, each will be reviewed separately.

Plan D - HACKER

This program, is designed to be at one, is anyone who wishes to see what makes their favourite games/solutions tick.

The main hacking program, consists of a file that adds to your standard +D system file, the extra snap button of 0. By pressing the snap button & then 0, you bring up a simple, easy to follow menu. Options include: Disassembly, Searching, Text examine, Graphic Search, Poke & Return. All are called up simply by pressing the initial key.

Disassembly- allows you to disassemble the current program & the Plan D Ram/Rom.

Searching- allows you to look for text, numbers & if you know their particular value - Z80 op-codes.

Text examine allows you to look through all the code, to find text, messages etc.

Graphic Search allows you to find either sprites or full screens that may have been hidden.

Poke shows you the current values of all the Z80 registers and also shows the current stack values, SP & BP values & lets you type in 'multi-lane' state pages.

Infinite lives, looks for one of the possible ways of removing lives etc. and lets you become immortal, by not losing them!

All the options cater for the 128k Spectrum, by enabling you to call the necessary memory page into position.

In addition to the 'Hacker' utilities, an extended BASIC, is also included. This includes numerous features, such as FREE, MOVE STRING, MEMORY SEARCH, SCROLL etc. Various sprite operations exist, enabling you to manipulate sprites (possibly from games, as found via the 'Hacker'), putting, animating them, etc. like BASIC carries some rather interesting features indeed!

Plan D - LOAD/FL

This toolkit, consists of 5 short files, each loaded from disk when needed, which upon

loading install themselves in the Plan D's shadow Ram area. The files are easily copied to disk, and are easily loaded by the standard 'load p' command.

Toolkit 1 - Disk Repair Commands

This consists of 3 commands,

RUN at - this will check a new disk for damaged sectors, which could prove to be fatal! The checking process takes a long 35 minutes, but works very well. Don't use with valuable data disks though!

RUN an - this utilises data which is produced by the above command, to repair a disk, in a mere minute!

RUN ar - this command enables you to recover an erased file. It works with any STANDARD file type.

Toolkit 2 - Basic Routines

RUN ad - transfers tape software of any size to disk. Works best with normal speed programs!

RUN ad - transfers code/UDG's etc. to DATA statements.

RUN ar - creates a RAM line, with a given number of 'r's.

RUN ar - sets & displays a digital clock on screen.

RUN ap - sets alarm for clock.

RUN ao - turns off alarm.

RUN ap - sets position of clock.

Toolkit 3 - Disk to Disk

RUN ad - runs a small program, to display all files on disk and to recover files/catalogue disk/ format disk/ save files from one disk to another (although some types can't be copied) and to reset the computer.

Toolkit 4 - 48k Snapshot Compressor

RUN ac - compresses files (if possible) to take least possible room on disk.

RUN ai - loads in compressed snapshots.

RUN ah - back up snapshots from drive 1 to 2.

Toolkit 5 - 128k Snapshot Compressor

Similar to above, but is used via snapshot button, and allows you to compress right from the snapshot.

PLUS D - FILER

This program, which needs an entire disk in itself, allows you to create 750 records with up to 924 characters.

Each record has an entire screen to itself, and you are able to use colour, lines, blocks etc on screen.

Options include: add record, Load record, Next record, Edit record, Search (either via record no. or search text), Memory free and Copy screen.

Summary

Most of these programs, will come in useful, at one time or another. One hacking utility can, at worst, aid in assisting in difficult games or aid in debugging problematic machine code. The extended BASIC, is by no-means, a dark horse, it has quite a variety of interesting features, and could prove to be very useful in program development.

As for the toolkit programs, well every disk system, needs a decent toolkit program, to get the best out of it. This is by far the Plus D's. (I might even go so far as to compare it with Norton Utilities on the PC).

The filing program, although limited compared to some, is by no means a weak link. I have already used it for forming a disk & CD catalogue!

This package is totally recommended for any (heck!) Plus D owner! How about a SAM version now?

Contact Mr Nutting at:
Steve's Software
7 Narrow Glass,
Roston,
Cambridge,
CB4 4XX



007 Disassembler + 007 Reveal
/X GUARANTEED / ESSENTIAL SOFTWARE
(c) 95 SAM DISK

Mr G.A. Bobker, who has been producing outrageous Spectrum utilities and add-ons for a number of years, has recently turned his attention to the SAM market. This has resulted in the recent game cheat from

ZX Guaranteed to Essential Software

One of his first SAM offerings is this package, which consists of two separate programs, each of which I will cover separately.

007 Disassembler is a full 268k disassembler, which seems to understand all of the Z80 op-codes. It can operate in both Hex & Decimal number systems. It also allows printer access via the standard SAM interface.

To make life easier, CALL & RST instructions, are printed on a different coloured background. This certainly makes them easier to read!

007 Reveal, can be used to examine ANY program for ASCII, HFA or DECIMAL characters. Amongst other things, it could be used to find hidden messages etc, in games (Spectrum SNAP's or SAM Games).

All in all, these are 2 very useful programs. The Disassembler is quite a handy utility, as it will allow budding hackers access to ROM code - not to mention some professional code! Professionals can always use a good disassembler.

I have only one criticism about this program - the fact that it will not allow access to all of the memory. However, this will no doubt be added in future versions.

The Reveal utility, is a handy bonus program. It serves the same general' purpose as the Disassembler - but the fact it will work with +D and Thumper files could be useful.

I recommend these packages, although the planned Disassembler by Steve's Software next year, could be a contender!

Contact Mr Bobker at:
Essential Software,
G.A. Bobker,
29 Chadderton Drive,
Unsworth,
Bury, Lancs.
ID61 7ub 57121



Back-chaT
'BY MAC & DAZ'

At the beginning there was nothing. Then along came the Duke who wanted to have a computer. He took on the ground and made a wish, plus sending off a whole lot of cash to the local computer engineers. And lo! A box appeared on his doorstep. With haste he opened up the wrapping and with loving care he took out two new and shiny 486's in the title.

But even that can be brutally frank. Although this blue modeler is experienced as prime candidate for Males, the grey cells, having been selected by evolution from inferior to heavy metal, even he knows that he now stands to tread upon new ground. Having never been into a computer, let alone even thinking he would actually own one, he knows that all the endless bits of computer jargon, operations, management, and even the art of selling us the best correctly would be time and money, even a full education.

And now for the good bit:

And that's what this new edition is dedicated to: individuals who are only just beginning to travel the long road through understanding computers in all aspects. And that includes *Word!* and my opinion is: write like Eben. Even though we've been involved with computers for little over a year, even as I'll confess out what a Cynic's Renaissance Check is or even what Microsoft's Mailings are (spare me, please!) then again, what are Microsoft's FontSize (sic!) is in one of his teaching mode, giving us the common version of a so-called "computer lesson," he still tends to use terminology that has more in common with an Italianate language for others than good old English.

Just before we continue, please note that this article is not written for any specific computer, but is intended to cover any home computer for the first-time buyer or user (any small differences will be noted). So now, let's get on with the topic involved with the Real dose.

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

First of all open the box and check the contents to make sure that everything is there: computer power supply, keyboard, mouse, and the manual.

This is very important as the manual operates all the information you will require so that you can set up your machine and play your favourite game or program. Also, you need to check that you have a good order card, which if I were you, I would fill in and send off as soon as possible. Do check the terms of your purchase and - well all the small print. Also if possible it is advisable that you get your computer insured. Well, unless you

and chapters do have reasonably pictures designed for computers. Most range up to 450 maximum, but do have a good look around for the authors that will save

After checking that you have all the tools on hand, you can begin the task of setting up the system. You'll find that the accompanying computer manual will have an introductory chapter showing step by step instructions on how to go about setting and refining an audio and video system.

DOI: 10.1002/jbm.b.10769

Please make sure that you read all the pre-cautionary notes on the HP/IBM switching your machine on remembering that if you have purchased a 13 AMP PLUG then please use a 13 AMP FUSE and NOT a 15 AMP FUSE, as this could overload your system and cause critical damage. Also make sure that you plug your computer in a working area that is far away from any wall or line hot or pipes.

SETTING

So you have done all the above mentioned and now you are ready to enjoy your life! Nothing with ladies loving you & that doesn't make you feel like a gentleman at all. I don't work so that will make your gentleman world even better!

Before connecting everything up together, can I have any
 got connected to the main to prevent accidents.
 Make certain that you place each got exactly where it
 should be.



Connect the RF lead (or aerial lead) one end to the monitor connection, the other end to the computer's RF/antenna socket. Then attach the Power Supply Unit lead from the PSU to the computer.

Also at this point, make sure you add on devices I point
make sure that on the network to the system making sure
that all their leads are listed on the appropriate website
I don't let any lead in the wrong socket you're making
for trouble as it's obvious that some leads don't fit
in some sockets. Try to get a M82180400 device into
the central socket is like trying to fit a 30 ton elephant
down a blue hole!

HOW TO GET THERE

Before the ceremony of unveiling on, he checked that all the connections are correct using the manual fire advice or putting some technically minded people to trouble him anywhere with his available

Is this it? The moment of truth! If you're doing everything right, plug into the main switch on the TV, then the computer will be put into use. If the world is filled with smiles, congratulations (SAND) then you better go on till you guarantee and find a capable man who specializes in your professional computer system (making certain he is qualified) and that the video is right. The computer dealer whom you thought the computer of all will have details or various specialists for you in contact. If there is no smile, then you've passed the first law factor.

A FINAL TUNE

Now you're about the task of tuning in your computer to the monitor or TV. Consult your computer's manual for instructions. With your computer and TV switched on, adjust your TV channel until you get a clear message across or a menu screen and you're there ready to begin in your chosen game or program. Next time we will tell you how to load and save from tape or disk and how to operate the operating system.

Don't fail now.

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The Turtles Are Just "Crazy" Dudes! By D. Blackburn

Last year, no matter where you went, whether it was a trip to the seaside, or public lee, was dominated by a familiar yellow oval with a red wing emblazoned in it's centre. Also "present" were loads of merchandise, showing in particular four, "human-sized", amphibians, whose names were taken from famous, artistically inclined persons. Even then, they had wormed their way into the public's eye (especially from the point of view of the young, since Auntie Beeb was then first showing their cartoon series on the coggle-box) and I suppose, that with the turtles already gaining a foothold, the successor to "Babranis", had been decided.

And look how the resulting "turtle-mania" has grown over the last year. Like any "craze", you can now buy almost anything you can think of, devoted to four turtles, who due to accidental exposure of evil bender's Mutagen, were transmogrified into the lovable, pizza-eating, weapon-wielding heroes of truth, justice, and as stated in issue 97 of New Computer Express "the right not to be made into Turtle Wax".

As a graphic illustration of what is now available, I had only to wait for a copy of the News of the World's People mag, where within it's glossy pages was featured a story about how the mag had donated over a thousand pounds worth of turtle merchandise to a local hospital for children. There were turtle action figurines, cuddly toys (with no sign of Bruce Forsyth in sight), numerous turtle literature and comics (of which my favourite comic emporium in Brum has been over-run with), games, watches, fashion accessories, literature, and I suppose lurking out of sight, turtle lee-paper (which is where my earlier reference to the WC comes into play).

Of course, this is to be expected, when

such "craze" arise. And like all "crazes", they soon reach their highest peak. In the UK, it's expected to be sometime within the next month, what with the arrival of the awaited movie (designed by the late Jim Henson), and the annual Christmas bonanza. But what lies in store for the computer user, who happens to be also a "turtle maniac"? Back in September, Konami, and Nintendo released video games based on the turtles. From the tv ad's, graphically they look superb, with detailed sprites of Leo, Don, Mike and Rap (yes I know I've shortened their names, but everyone, unless you've been to Venus via the Magellan probe, should by now know their names mind-boggled) rapidly bouncing from level to level, dodging Shredder's hired hench, using either sai or sword to rescue their favourite female reporter: April O'Neal. I've heard that the games have a very catchy piece of in-game music, and that the game-play is excellent. Even so, every turtle-crazed computer player, waits eagerly for the official Spectrum 128k game to arrive in it's blaze of glory. When it arrives, I speculate it to rise quickly in the game charts: that's if it's playability and general appearance follows closely in the footsteps of the Video and Coin-op games.

There is of course the remote possibility that the game could be less superior to it's coin-op/video brothers, and that the long awaited sequel to the most popular arcade shoot-em-up, Robocop 2, could also give it a run for it's money. We'll just have to wait and see.

Eventually though, like most "crazes", the turtles will slowly begin to go down in the public view, but not necessarily to fade away altogether. Even now, where the turtle craze, and for that matter most "craze" began, namely the USA, already another cult following is beginning to show itself. Very soon, the name Simpson, will become an everyday part of daily life, just as "Cowabunga" and "Hey Dude" have done so at the moment.

It was just another day at the Bert Resputin Institute of Totally Painless, Cruel and Painful Experiments On Small Furry Creatures.



But all was not so it seemed.

Later that night, something is happening.



The turkey pan begins to glow.



And then, 4 glowing turkeys break out of the pan, causing a food riot in the process.



We must escape from this dreadful place.

Yes. Let us get away from here!

I hear noises! Let's go!

Pardon?

A security guard comes.

What's wrong? Once the turkeys have escaped!



Soon, in a nearby sewer.

We obviously have super-powers, therefore let us name ourselves after famous artists.

No, only mildly suggestive. I shall call myself Picasso.

Are you mad?

Yes, well, I shall call myself Dali.

I shall call myself Constable.

What will you call yourself?

Pardon?

I think we'll call you Vincent.

I think we'll call you Vincent.





J. BLACKBURN
2004

M. SCHOLDS
CREATOR-WRITER

M. GARRETT
CO-CREATOR

D. BLACKBURN
PENCILS-INKS

M. DEERY
ADDITIONAL ARTS

D. LECHE
LETTERING

SENILE PORK-WRAPPED GUNGY TURKEYS!

IBURE-123 - SF (SENCON)
REF 2.
FILE NAME: PARIS, JOHN
AGE: 23. BIRTHDAY:
9.6.2263.
BIRTHPL AC: ARCHIMEDES
BASE, LUNA
HEIGHT: 5F1 9INS.
WEIGHT: 180
SEX: MALE. HAIR: BLACK
EYES: BLUE.



MARITAL STATUS: SINGLE (AT
PRESENT)
RELATIVES: AKAIA MOHSE,
MOTHER DECEASED
THOMAS PARIS ,
ALIVE. FILE REF 74V,
DEGREES IN SCIENCE,
HISTORY
PERSONAL INTERESTS:
SCI-AR-CYCLES, FITNESS
ADDICT.
CURRENT OCCUPATION:
SENTINEL, CST & COVER
OPERATIONS (CLASSIFIED)

After the tragic
death of his mother killed in an terrorist
attack on a train travelling through the state
revealed to be the work of the Alliance
Revolutionary Movement, John's adult life
was permanently shattered. His father (a
director on the Archimedes Power Board,
couldn't cope with the loss of his wife
became heavily dependent upon drink,
losing his job as a result. With a reduced
income and with no help in sight, he was
unable to cope for his only son's welfare.
The ultimately lead to John (age 11) being
placed in care in one of the State
registered "Boys homes".

During the year and a half years he
spent in the stifling confines of the
"home", he was essentially the centre of
attention from other inmates. There were
several reasons for this behaviour. Firstly
John was aware of a basic of this time
concentration more on study than involving
himself in the petty affairs of the
in-house "gang". His intense studious was
his way of coping out the pain of losing
his mother and his father's apparent
devotion. But also other inmates
perceived John to be different as one
that not only made him to them appear a
"book", but also operated a sense of fear.
His father too was noticed dark most
nights. Fellow inmates were often awakened
by John's screams. His sleep periods
were often frustrated due to disturbing
from severe nightmares, and visions. These
visions which were the initial

Sentinel: J. Paris

manifestations of his unique paranormal powers, such because even at a tenderage and more of a mental gift, that he soon readily cried upon being there to not let his subordinates "follow papers" leaving them of their own games and knowing that he would be left in peace to concentrate on his work.

At 18 he left the home for a life in the world outside. He had managed to gain a few qualifications, but work was hard to find so as an alternative, to make more out of his life than his father had done, and to prove that he could one day vindicate his mother's death, he enrolled into the United States Marines (USM) for a career as a soldier.

There were losses during the initial two years of basic training which ran private hard and demanding for even an average person, when he really absorbed "stepping up" but with unyielding determination, he passed through and became a first rate private.

He then began regular service, traveling from one camp to another sometimes stationed as hero or going beyond the limits of the hot version. He did get a chance to participate in a few reliable campaigns, like the Left or Wayfinder's Paths, but on the whole, John spent most of his time, either training or doing less versions of the harder/potential exercise in camp ops.

John then decided that wanted to begin the long climb towards a better position in the USM chain of command. After constantly performing his IO, John was transferred to Fort Lefway. While working towards his rank, he found out that the military had recently set up its latest body to train soldiers who possess psychic and related paranormal powers: the Sentinel Corps, nicknamed the "voodoo warriors". Up till then John had kept his own powers hidden from view, but after saving a soldier in his assigned unit from being drained by an unexploded incantation mine, and a subsequent med/gywie was given for potential Sentinel recruits, his secret was out. As a prime candidate for the program he was asked to join. Realizing

that his powers could have a practical application he agreed, provided he was able to finish his training for promotion.

Of the initial 10 recruits 8 due to either personal or psychological reasons were dropped leaving just John and fellow colleague Patrick Langstaffer who did have great difficulty in controlling his raw psi powers, until John helped him cope with them, and that they became close friends.

As Sentinels, it was required that both of them had to under-go a necessary minor operation having crucial implants to link their brains to the most important part of the Sentinel uniform: the helmet or brain-link. Then it was 12 months of training learning to use psi abilities and regularly performing military duties in tandem and in John's case training a unit of 20 volunteers to qualify for his rank. His graduation as a sergeant and as a proven Sentinel soldier was finally tested on a simulation of the infamous Lowell Campaign. He passed by a great margin.

In 2287, the spirit of his mother's death again plagued him. The AHM had begun a civil war so the colony called Nizar if it resulted in the toppling of the colony's government, then due to the planet's Strategic position, the AHM would have a suitable powerbase to launch a attack on Terra's so called power wheels - which supply Terra with water of clean water and electricity. After negotiations and sanctions failed, the USM on one of it's biggest operations were the Asian Wars, were sent to remove the occupying AHM forces.

Assigned to Dead Drop team 7 Delta, John, and Patrick, were part of number of IO's who would free Nizarians from AHM concentration camps. The mission was completed although John was saddened by the way the AHM had treated the colonists. On a tragic note, while Patrick was ferrying colonists to hovering hospital ships, the shuttle was destroyed by a lone rebel soldier, using a scrambler. This act and his conviction and desire to get even with the fallen AHM resulted him in systematically killing PUN's special desert orders.

John was suspended for his actions, but after psychological tests and convincing evidence from several ground witnesses on what the ABB had done in the citizenship of Mizar, he was later re-instated.

During his suspension, John met up with Ned Gibson, an old veteran from the "glory days", and who claimed to be the only real soldier living in the 21st Century. Having a small, but profitable salvage company, frequently employed by the USI to retrieve military property (although Ned didn't tolerate the personal military set up, viewing them up as a band of Pezzenk's 4, and hated by many of the corporations as an "illegal speculative business". Ned was responsible for John's and joined into soldier-bikes. As a result, he taught his restrained Komara SWOL, his prize possession.

Between 2750 and 2764, John took up residence in New London (one of Terra's official residential satellite cities), and has served in many more campaigns. Since last year, he became one of the first Sentinels to be exclusively used by the Terra Bureau of Investigation (TBI), and has gained the current rank of Captain.

Presently he is on the planet Rhyana, accompanied by Ned (blind-bred by mistake, by the TBI), to retrieve the weapon called Pandora.

BRIEFLY CHARACTERISTICS: John is well adapted to his chosen career, having a high IQ, quick reasoning and reaction, to safeguard himself and his fellow soldiers or friends from any potential hostile situation. He rarely panics, taking control with full determination and authority.

Foremost, John is a realist. Even though he was gifted with paranormal powers, he never tries to let anyone think that he's a perfectionist. He's able to make errors like anyone else. On the surface, John tries to project himself as a likable, respectable individual. During his time around home but sometimes he finds it very hard to express various emotions, especially towards the latter sex. He also tries to cover up his deep down

emotions, for his personal losses (the deaths of his mother and that of Patrick Corbinetti, and the Mizar incident) still deeply affect him.

Although he is totally loyal to his career, he will express, forcefully if necessary (although he tries to keep his anger in check, he totally losing control in John's greatest fear) if anything (or anyone) clashes against his own moral beliefs.

ADDITIONAL DATA:

Strength and endurance: John has, due to extensive training, and good genetics, a well developed musculature (his strength and endurance is marginally higher than that of a average person).
Medicals: has suffered no ill health due to remaining class A diseases (aged 66).
Non-cracker light alcohol intake.

PARANORMAL ABILITIES:

John's strongest power is his ESP ability, which enables him to perceive his surroundings with more clarity than with conventional senses (he tries) or sight (he can determine whether his present surroundings are potentially dangerous to him, or to others, via the aspect of his ESP he calls his "danger sense". He also has precognitive powers, that will also give him brief glimpses of past or sometimes, future events, although this power can't always be relied upon.

His telepathic powers are also well developed, using it often as a secondary means of communication, and when in mind-link, to determine whether a person is concealing information (like a kind of "psychic lie detector").

John's powers operate within a specific scale, but when he is linked to his Speech-Pak, his abilities are greatly amplified. His maximum range, when linked, has been determined to be just under 4 miles, although he sets better clarity at lower ranges.

John, like most Sentinels, uses meditation to keep his psi powers in full working order.



Hard facts

Significant relationships between the Hierarchy and the 10 items are shown in Table 2. The results indicate a tendency to respond in a more negative manner to the items in the lower part of the hierarchy.

IBM has announced plans to develop a new 32-bit microprocessor, the Micro Channel Architecture (MCA) 386, which will be based on the 386 architecture. The MCA 386 will be a 32-bit microprocessor with a 32-bit data path and a 32-bit address bus. It will be compatible with the MCA bus and will support the MCA 386 architecture. The MCA 386 will be available in a 32-pin DIP package and will be priced at \$100. The MCA 386 will be available in a 32-pin DIP package and will be priced at \$100. The MCA 386 will be available in a 32-pin DIP package and will be priced at \$100.

Another could serve for all pen memory entries in the 1MB upgrade. That is not I say, add a 512K or 768K upgrade (it's actually a real 1 megabyte upgrade). This means that all 512K entries can now have a 1536K machine. The memory, although possibly not supported by base, should be supported by the new DOS base below. The upgrade is priced at around \$75 and should be out in December.

An after DOS is placed to make the most of the new partitions, and to fill in the gaps in the existing version of RAMDRIVE. RAMDRIVE MASTER DOS is written by Dr Andy Wright (the name behind both RAMDRIVE and Spectrum RETA BASIC) and is easily found on the new C-Dos system disks. The features are the same as to let that allow the process of RAMDRIVE updating the memory upgrade. In the process, the 3.1 disk (with a 3.1 disk updated) are automatically, making the RAMDRIVE version. RAMDRIVE and MASTERDOS is placed around 10% and should be available with the latest of the other software.

Top in the "ARMED" column is the "Cardage" firm, which says the problem of having more than one soldier in the "charge" of a rifle is to use a number of soldiers in parallel. But we can use all of the usual means of rifle fighting in a single rank, which is a very good idea, as a rifle in battery is used in the "charging" position. The "ARMED" column shows a "P200" rifle, the "P200" rifle.

Second edition

And another interesting device is in the pipeline from Hines Alpha Electronics. They are selling the SAM voice bug. In addition, we have been informed that they are currently working on a sound analyzer for IBM. Although they don't use the term

END OF AN HOUR

It seems that finally, after over 4 years of intense litigation, the Copyright Clearance Center (CCC) has agreed to pay the Copyright Clearance Center (CCC) a fee of \$1.00 per copy of the work. The fee is to be paid to the Copyright Clearance Center (CCC) and not to the author. The fee is to be paid to the Copyright Clearance Center (CCC) and not to the author. The fee is to be paid to the Copyright Clearance Center (CCC) and not to the author.

A scatter plot shows a negative correlation between the number of hours per week a person works and the number of hours per week that person sleeps. The x-axis is labeled "Hours per Week" and the y-axis is labeled "Hours per Week". The data points are as follows:

Hours per Week (x)	Hours per Week (y)
10	55
20	45
30	35
40	25
50	15
60	5

The line of best fit passes through the points (10, 55) and (60, 5). The equation of the line of best fit is $y = -1x + 65$.

Showered out

Adrian K. Holman, RLB TURBO are running a \$100 computer contest in Teamwork Arts Centre in December. Details in a contest flyer.

JAT means the **Journal of American Tax**

After a conversation with Misses Dr. The Road that a certain Synthesis the unusual and early part of TEAM SAM. It dedicated people support seems that concluded by a certain Mr. Also he detailed all events and income with some of the new unconditional team of the Coup. It

David S. Jones, M.D.

Reports in a recent issue of New Games for Express indicate that a Russian inventor has also manufactured Spectrum clones called The (Fake).... are planning to launch a games console version here in the UK!

The interesting point is...an American shop there from going about a copyright issue, do not exist in the USSR.





COMIC KIOSK..

A Special Double

(since Marvel might not the Death of Captain Marvel graphic needs have immediately to use more exclusive to any comic roll-over heard

Basically Comic Novels are deluxe comic's falling into two categories- new or reprinted. (Reprint). But sadly, their exclusive quality sometimes puts a damper on most collectors buying them simply due to the fact that most GN's are accompanied by a high price tag. (Most are over \$4.00) Although to be fair, better old back issues to fill gaps in your collection, can subsequently end up selling up your money more than buying the odd GN been so. It is interesting to look at what follows is a list of past favourites and some new releases. (NRI) (R) means Reprinted material, so you have the choice of either buying the collected material as a GN, or if your's lucky you may find the original comics it first appeared in- still in existence somewhere. (NR) means New Release!!

ARJUN DALL GALEX KILCH (RNR) Marvel (R) take the strips from the old Doctor Who series, and from his last appearance in the (M) Mag (152-155) Personally I think the original Dillo/Lilo stories and the best considered the best Doctor Who strip for a long time. Featuring Loin Haver's Doctor & John Hodgson's best art
MARSHALL LAW (R) relives the Anti-Hero in his first run, from Marvel's Epic line. An spin by horror genius Dave Barker included!
BLANK WILLOW (NR) the Russian ops in her first decent story is again courtesy of Gerry (Spiderman) Conway and Freeman
PINKISH (R) Marvel's blood thirsty

villainous dishes out his own unique version of justice against crime, and not a hint of Gish is sight! Its regular series writer Mike Baron
HELLBORN & LAMIN THE VAIN (NR) Step into the nightmare world created from the mind of Dave Barker. A collection of tales based on Barker's short stories realized by some of the best artists in comics today.
BALLAD OF BELA-RAY KILL (R) Walter Newman's horse-faced version of the god of thunder, from his early stint as the long-running comic.
TRIP UP GALAXY (R) Another collection of stories, bound together in the handy volume. Written and drawn by my favourite comic star, John Byrne, from fantastic four issues 274 to 282
SILVER SURFER (R) Star Lin's first GN, roaring hors with the first herald of the planet devouring intellect
EAGLE CLASSIC (R) Reprinting some of those vintage strips in the famous boys own mag including pilot of the future Gas Dare (coincides with the Eagle's 40th anniversary.
BATMAN YEAR ONE AND TWO (R) The original classic by Frank Miller and the long awaited sequel drawn by Britain's Alan Davis and Spider-artist Todd McFarlane.
THE DARK KNIGHT RETURN (R) THE FRANK MILLER CLASSIC!
THE KILLING Joke (R) The Joker tries to prove the point that any man can be driven insane. Featuring his antics, and the man with a hat (written by Alan Moore and Brian Bolland
AILEEN (R) Gas Darnes here to mention this movie every time! MarvWell, I can't help it that I'm crazy over the slim darlings... and the fact that all the previous series by Dark horse have been bound into two handy books can't??
ZENITH (BOOKS 1 TO 5) High Harkwing classic strips from the number one tri-fi comic. 2000 AD, featuring that one man law machine Judge Dredd.

Well, that's only the tip of the iceberg, as far as GN's go before to say, most of

the superstar superheroes, both Marvel and DC when have had a GR to their credit, although not all GR's are superhero orientated. Most of the above are released by Little Books who seem to have a field day when it comes to GR's. Give them a ponder, for most of them are of fine quality, and do contain a really good read.

A recent reader wrote in praising me for including a review on Robocop. As then, he ventured, made this column monaur 'computery'? In flavour! So if any computer related items can be included in the book, I'll try to include them. Keeping with Graphic Novels, a few month's back, there was an interesting 'computer generated' novel called Digital Justice starring a future descendant of the Caped Crusader. Well Pepe Moreno, has decided to take the concept further, and turn the comic into a full interactive 'computer game', under the banner of Hypercomics. No doubt other heroes will be played in the lime-light too. Thinking about 'Digital', on a recent trip to Birmingham, I happened to notice another, earlier, computer generated 'comic', starring Marvel's techno-hero Iron Man (possibly done by Moreno too). This has got me thinking: have there been others? So if anyone out there knows of other Computer generated comics, drop me a line!

Lastly, having just completed my article on comic characters used in game tie-in's, I recently saw that 2000 AD's genetically engineered warrior, Rogue Trooper, has been used in yet another game. Hopefully this time the programmers have got it right, and from the screen shots I've seen, it does indeed look fantastic. Well, it's back to reviews next time, although I must mention that the comic adaptation of Robocop 2 by Mark Bagley has just been released by Marvel US, and that the on-going comic series is going from strength to strength.

See you next time,



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ON THE ROAD

David Ledbury

Well, even though I did get a variety of different suggestions, for the new column name, (including one or two interesting ones, that were rather rude, to say the least!) it seems that I've stuck with this one! Come on readers! Remember, I've offered a prize, for the first decent suggestion!

It seems that I have an apology to make! I have recently seen the new Sugar Console, and, to put it mildly, it's pretty good! Fantastic colour graphics, good 'sprites' bits and reasonable sound. So, if you're thinking of upgrading, and tempted by one of those 'amable 16-bit things, or even the C64 (C64ola), think again. I recommended you to go for the G26, and keep your Spectrum for other things!

I have only one complaint about the console, why drop the +J for it? Although the +2a was a bit of a bodge-job, (for offence +2a owners, this is directed at the Sugar Company!) the +J was almost a good idea, what with CHM a disk drive (although possibly the worst format, since the 2.8" disk!) and a Centronics port. Sugar's have made a big mistake, I fear. As there is now only one true disk upgrade - SAM of course! (Although dedicated Speccy owners could do worse than look at the +D packs from DataL.)

Enough of that! Remember last issue, I told you about a new SAM disk magazine? Right then, this mag is titled 'SAM Supplement', and is a bi-monthly production, created by the excellent Spectrum Discovery Club (who deal with the Discovery Drive/Interface).

It is edited by the multi-talented David Jones, (who SAM users may better know as DART, programmer of the MindGames

series) and is aimed at the more serious SAM users, with disk drive. It includes a wide variety of programs, routines etc - including ones by Simon Goodwin & Jo Andy Wright. One thing you will find about them, is that they are VERY approachable indeed to contact them, write to Brian Mustard, 57 St Salvators Road, West Croydon, Surrey, CR8 2XE - who is the distributor. As always, tell 'em who sent you! (Issue 2 has a very interesting letter, by yours truly!)

On the subject of 'rival' fanzines, (though as I've often said - there is no such rivalry in the 'fanzine' world) I think I should give a quick plug to TURBO. This mag is run by the talented two-ome of Adrian & Delmar Bellis. It features, as well as the obligatory news & reviews a software library with games ranging from £2 to FOP. Not bad at all! Their SAM-I-THS could be worth a look at - particularly since it has been written by the infamous Lord Incessant!, master of rills, but very clever. PD Demos for SAM contact them at: Turbo R Headline, Jarworth, Staffs. S77 2BH (check the ad in this issue, for details of their 8-bit show, in Jarworth).

Now for two rather more serious plugs. I have been asked if I would mention 2 rather worth-while charities, in Z&T.

The first is Compute for Charity. This organisation operates a number of events, to raise money for charities. They should be holding a software stall at the next All-Format's Show, in London, with software donated by all the big name companies. Be there to support them, or just for a bargain!

Another worthwhile charity, is that of the British Epileptic Association. If you would like any information on this charity, then contact their Telford Branch via - Jane Telford (the secretary) at Telford (DPS/?) 5448954.

Don't forget, send me any ill-bits, news, chat, gossip, loose sarcastic comment, silly drawings, whatever you like!

All-Format's Show - November

After hearing of the many new developments on SAM, not to mention all of the interesting sounding releases - I recently decided to drop in on the November All-Format's Show in London. To be honest, I seem to be going to far too many of these blessed shows recently, yet they always seem to have so much of interest going on. This one was no exception.

On the SAM software side, Enigma were proudly showing off a number of releases: Papyrus 5 Adventure (Andrew likes this), ProMania (I like this one far too much!) and SAM Striker Out! (Which everyone thinks of as being 'cute'). Of course, they were also showing a demo of their mega blaster - "Sobers" which looks pretty good (as I heard a number of STers saying). On the SAM/H stand - Alan Miles & Bruce Gordon were rushed off their feet as usual. Inventory is popular indeed - SAM seems to be selling well! so I decided to pay a visit to the other stands instead.

Blue Alpha Electronics were, once again showing off their SAM Speech Box. Thankfully, he had brought external speakers! (a box may be loud - but so is the show!) He revealed that he had more interfaces in the pipeline, some were interesting indeed!

The SAM Supplement (one previous page) had also taken a stand I was pleased to meet Mr Tonks, and was pleased to tell him that, unlike certain other magazines - ZAI had given MindGames 1 a fair review! He responded by sending us the winner short used in this issue! (There had to be converted to Speccy Screens though!)

ZX Guardian's Mr Bobker had the neighbouring stand, and handed me a copy of DT7 Disassembler & Reversal for Andrew to look at.

Before I managed to pop back to Alan Miles, a minor war had broken out! Falcro who had a stand at the show had supplied Simon at YL. Someone had read

the "SAM Targen" Jackson! Gerts a few 'someones' were not impressed! I don't want to cause any bad feeling, but I felt some of the comments went a little too far. But no more of that!

Finally, I managed to squeeze my way to see Alan Miles (this by the way, is no comment on Mr Miles - just indicating how much is demanded he work). After taking a long trolley, he (with assistance from Bruce Gordon & Dealer Andy Wright) revealed some details of the new add-on and the new Master Disk. Master Disk will be able to support over 700 files (under SAM & the +D's 80 limit) and facilities of 120 + long time & dating facilities, (subent file access (no digging through directories!) and more editors than the Phantom of the Opera!

Dealer Wright and Bruce Gordon were busy discussing whether the new hard-disk should have a battery backed up clock or not. I hope it does.

I did get one very important item from Mr Miles. With any luck you may see it on the cover. You see, ZAI is now a proud member of "TEAM SAM"! Thanks for the vote of confidence Mr Miles!

On the Spectrum side, there were plenty of budget software stands (including Compute for Charity) and even the +3 PD library turned up (Falcon Design, 57 Levers Walk, Dunstable, Beds, LU5 4BG.)

I was almost able to buy a 120k master keyboard for a price but sadly I ran out of time!

Two more names to give you
Colin MacDonald - Editor of FRED SAM Disk magazine.

Contact via 40 Beardsbill Marlborough
Dorset. D05 4BG.

Stephen Wilson - who runs a small software house, Intergrated Logic.

Contact via 41 Warris Avenue Irvine
Ayrshire Scotland, KA12 0BN.
Don't forget an SAE.

See you soon,
D Lindsay



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